

WHAT IS CLAIMED IS:

1. A voice processing method comprising the steps of:
detecting a voice tone based on inputted voice

information; and

5 outputting voice data whose voice tone corresponds to
the detected voice tone.

2. The voice processing method according to Claim 1,
wherein the step of detecting a voice tone further comprises
10 the steps of:

analyzing the meaning of the inputted voice
information; and determining the voice tone based on
the analyzed meaning.

15 3. The voice processing method according to Claim 1,
wherein the step of detecting a voice tone further comprises
the steps of:

analyzing the meaning of the inputted voice
information;

20 detecting a voice level based on the inputted voice
information; and

determining the voice tone based on the analyzed
meaning and the detected voice level.

25 4. The voice processing method according to Claim 1,
further comprising the steps of:

determining a plurality of groups corresponding to a plurality of voice data; and

classifying detected voice tone into at least one of the plurality of groups,

5 wherein the step of outputting voice data outputs voice data from the at least one of the plurality of groups.

5. The voice processing method according to Claim 4, wherein the plurality of groups includes at least a group for polite tone, a group for gentle tone, a group for general tone and a group for negligent tone.

6. The voice processing method according to Claim 1, wherein the inputted voice information and the voice data are a voice of a game player and a game object, respectively.

7. A voice processing device comprising:

a voice tone detection means for detecting a voice tone based on inputted voice information;

20 a voice information storage means having stored therein voice data corresponded to a plurality of voice tones; and

a voice output-control means for outputting voice data corresponded to the detected voice tone from the voice information storage means.

8. The voice processing device according to Claim 7,

wherein the voice tone detection means analyzes meaning of the inputted voice information and determines the voice tone based on the analyzed meaning.

5 9. The voice processing device according to Claim 7, wherein the voice tone detection means analyzes meaning of the inputted voice information and detects a voice level based on the inputted voice information, to thereby determine the voice tone based on the analyzed meaning of the inputted voice information and the detected voice level.

10 10. The voice processing device according to Claim 7, further comprising:

15 a tendency detection means for detecting tendency in the detected voice tone; and

wherein the voice output-control means outputs voice data with a voice tone corresponded to a tendency in the detected voice tone.

20 11. The voice processing device according to Claim 7, further comprising:

a group determination means for determining a plurality of groups corresponding to a plurality of voice data; and

25 a classification means for classifying detected voice tone into at least one of the plurality of groups,

wherein the voice output-control means outputs voice

data from the at least one of the plurality of groups.

12. The voice processing device according to Claim 7,
5 wherein the inputted voice information and the voice data are
a voice of a game player and a game object, respectively.

13. A recording medium having recorded therein a voice
processing program to be executed on a computer, in which the
10 voice processing program comprises the steps of:

detecting a voice tone based on inputted voice
information; and

outputting voice data whose voice tone corresponds to
the detected voice tone.

14. The recording medium having recorded therein a voice
processing program according to Claim 13, wherein the step
of detecting a voice tone further comprises the steps of:

analyzing the meaning of the inputted voice
20 information; and determining the voice tone based on
the analyzed meaning.

15. The recording medium having recorded therein a voice
processing program according to Claim 13, wherein the step
25 of detecting a voice tone further comprises the steps of:
analyzing the meaning of the inputted voice

information;

detecting a voice level based on the inputted voice information; and

determining the voice tone based on the analyzed meaning
5 and the detected voice level.

16. The recording medium having recorded therein a voice processing program according to Claim 13, wherein the voice processing program further comprises the steps of:

10 determining a plurality of groups corresponding to a plurality of voice data; and

classifying detected voice tone into at least one of the plurality of groups,

the step of outputting voice data comprises the step
15 of outputting voice data from the at least one of the plurality of groups.

17. The recording medium having recorded therein a voice processing program according to Claim 16, wherein the
20 plurality of groups include at least a group for polite tone, a group for gentle tone, a group for general tone and a group for negligent tone.

18. The recording medium having recorded therein a voice
25 processing program according to Claim 13, wherein the inputted voice information and the voice data are a voice of

a game player and a game object, respectively.

19. A voice processing program to be executed on a computer comprising the steps of:

- 5 detecting a voice tone based on inputted voice information; and
- outputting voice data whose voice tone corresponds to the detected voice tone.

- 10 20. A voice processing device comprising:
- a voice tone detection unit for detecting a voice tone based on inputted voice information;
- a voice information storage unit having stored therein voice data corresponded to a plurality of voice tones; and
- 15 a voice output-control unit for outputting voice data corresponds to the detected voice tone from the voice information storage unit.